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GB 2179865 A

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(54) Game apparatus for playing a fire brigade game

(57) Game apparatus for playing a fire brigade game, which game apparatus comprises a playing board (2), random number generator means (4), first playing pieces (6), second playing pieces (8), and first, second, third and fourth sets of playing cards (Figs. 3-6), the playing board (2) being such that it bears an area street map with grid references, fire stations and playing compartments for enabling players to progress from the fire stations to different parts of the street map in order to attend incidents, and the sets of playing cards determining or helping to determine the outcome of incidents.

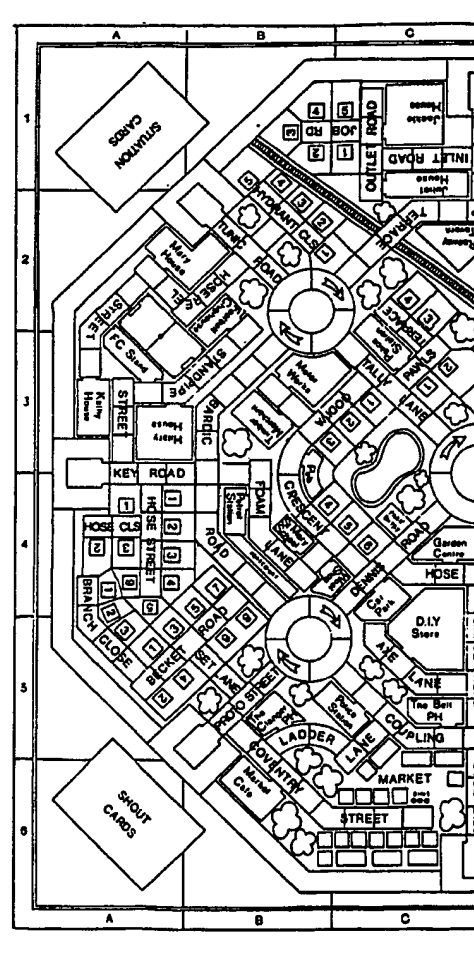
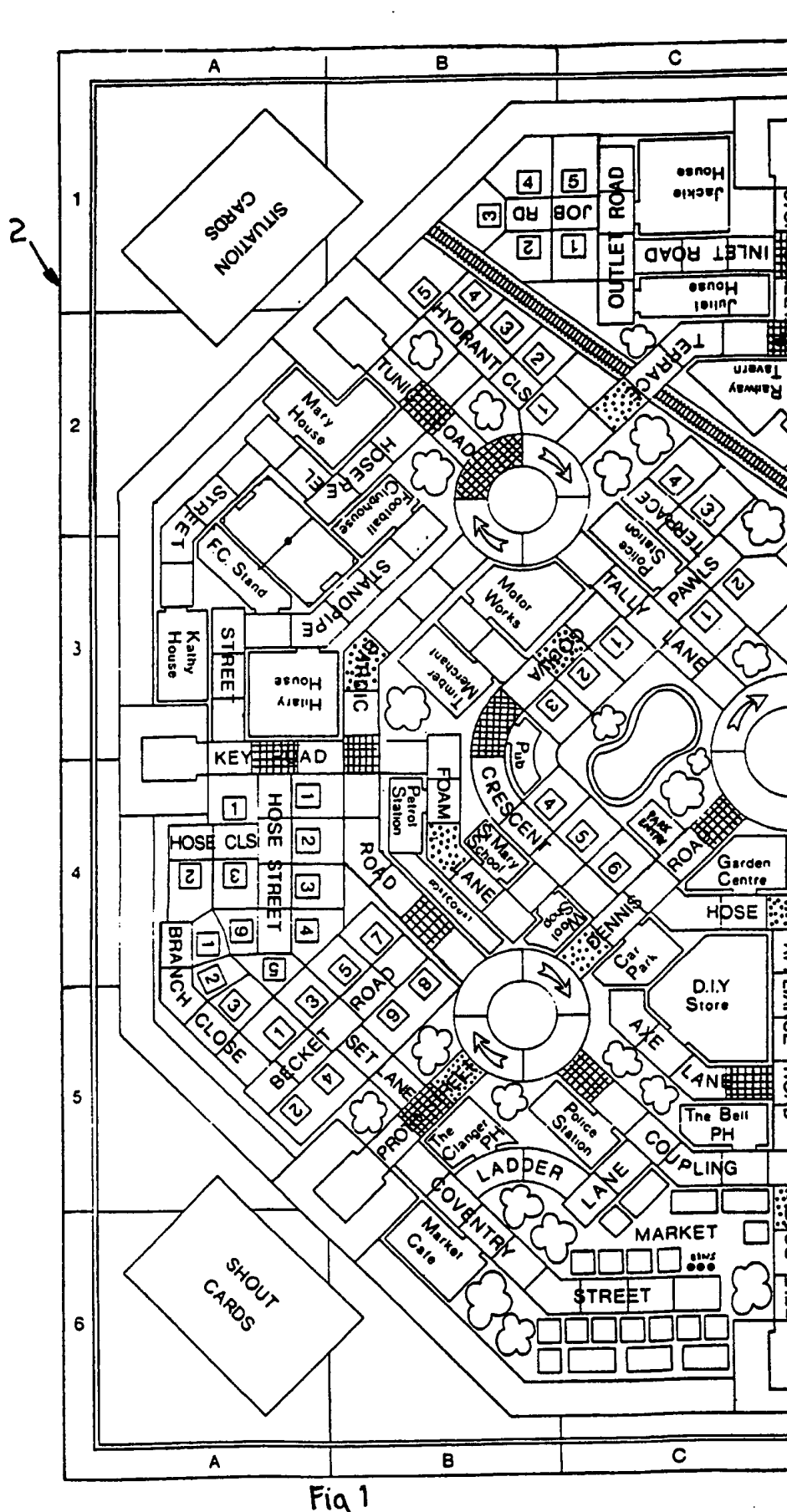


Fig 2

At least one drawing originally filed was informal and the print reproduced here is taken from a later filed formal copy.

The claims were filed later than the filing date within the period prescribed by Rule 25(1) of the Patents Rules 1990.

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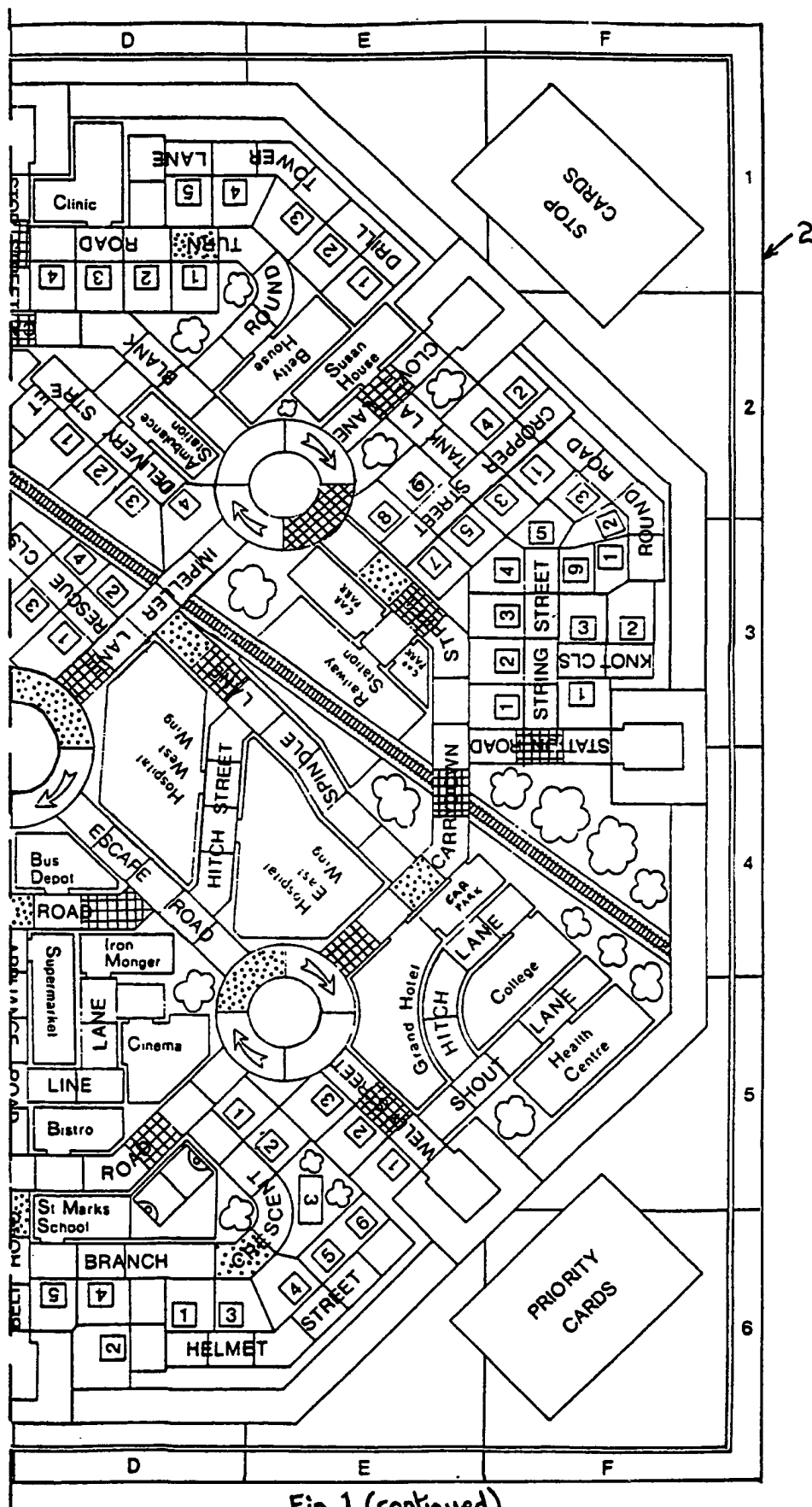
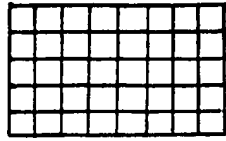
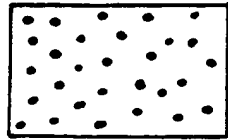


Fig 1 (continued)



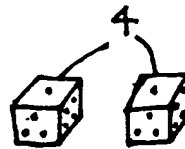
PRIORITY SQUARES
BLUE



SITUATION SQUARES
GREEN

FIRE STATIONS

- ① RED
- ② PINK
- ③ WHITE
- ④ YELLOW
- ⑤ GREEN
- ⑥ BLUE
- ⑦ BLACK
- ⑧ BROWN

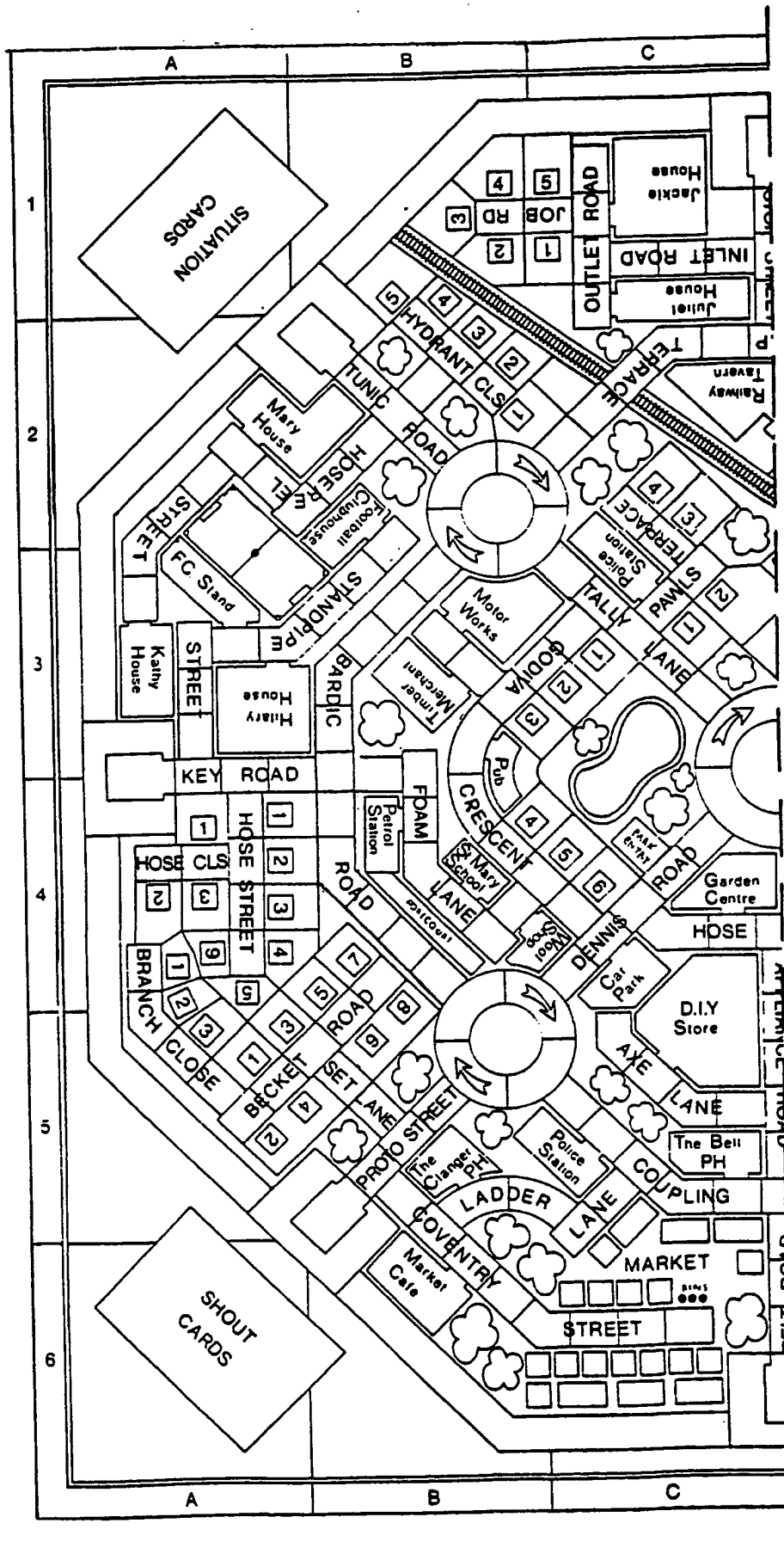


0-8

- (A) STOP CARD SQUARE YELLOW
- (B) PRIORITY CARD SQUARE BLUE
- (C) SHOUT CARD SQUARE RED
- (D) SITUATION CARD SQUARE GREEN.

Fig 1 (continued)

Fig2



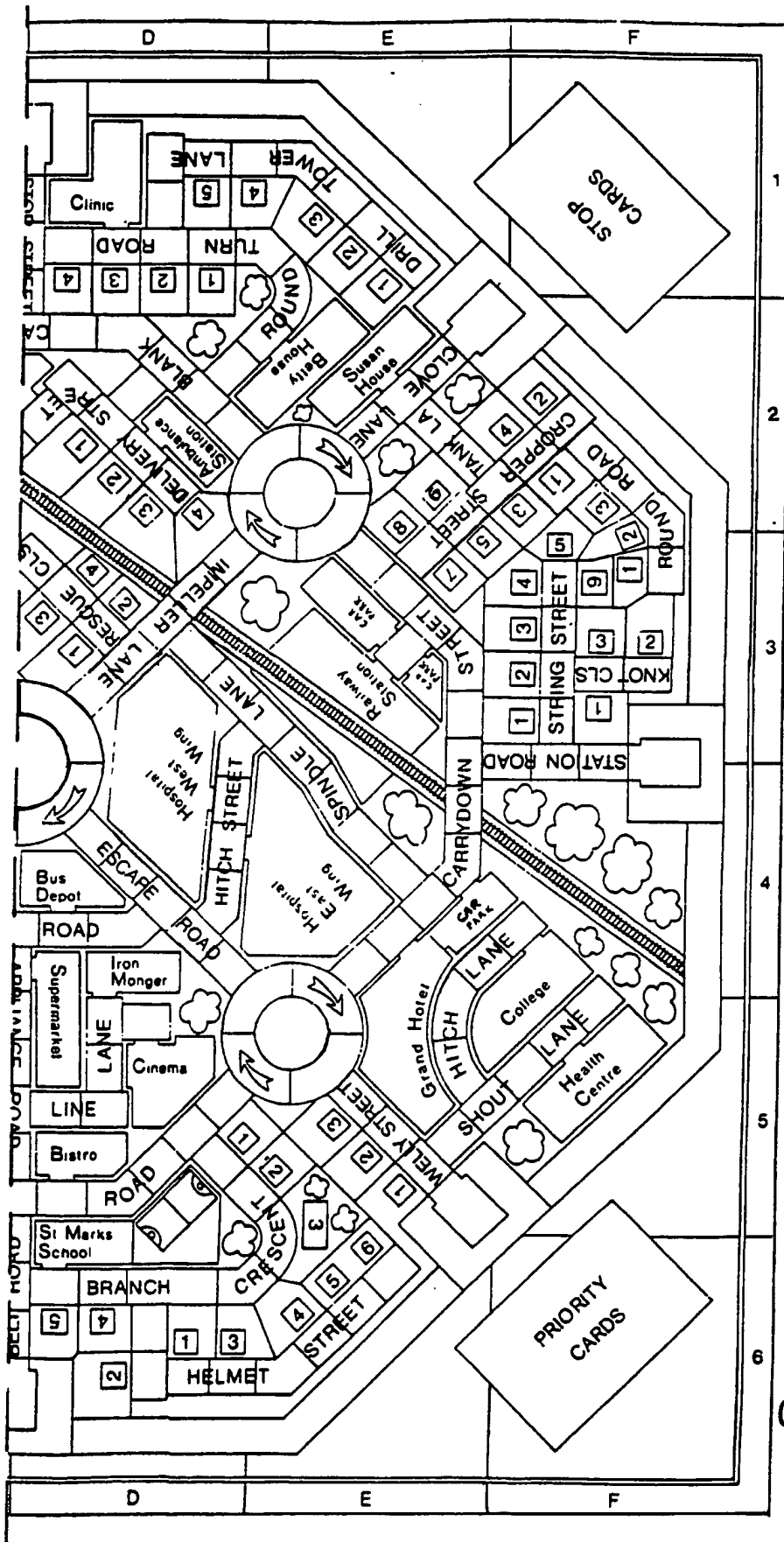


Fig 2
(continued)

SHOUT CARDS - RED

FIRE
Motor Works
Bar Lane
B-3

A. F. A.
Hospital East Wing
Hitch Street
D-4

FLOODING
2 Round Road
F-2

R. T. A.
Outside No. 2 Cropper Street
F-2

P. S. I. L.
Jackie House
Outlet Road
C-1

Fig 3

SHOUT CARDS - RED

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R. T. A.

Outside No. 4 Pawls Terrace

C-2

R. T. A.

Outside Bus Depot

Hose Road

D-4

R. T. A.

Outside No. 1 Branch Close

A-4

Fig 3 (continued)

PRIORITY CARDS - BLUE STRIPES

8/13

FIRE
Motor Works
Bar Lane
B-3

A. F. A.
Hospital East Wing
Hitch Street
D-4

FLOODING
2 Round Road
F-2

R. T. A.
Outside No. 2 Cropper Street
F-2

P. S. I. L.
Jackie House
Outlet Road
C-1

Fig 4

PRIORITY CARDS - BLUE STRIPES

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<p><u>R. T. A.</u></p> <p>Outside No. 4 Pawls Terrace</p> <p>C-2</p>
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<p><u>R. T. A.</u></p> <p>Outside Bus Depot</p> <p>Hose Road</p> <p>D-4</p>

<p><u>R. T. A.</u></p> <p>Outside No. 1 Branch Close</p> <p>A-4</p>

Fig 4 (continued)

SITUATION CARDS - GREEN STRIPES

10/13

Inclement weather slows you down

Miss 1 turn

Crew member left behind

Return to incident or station

Road ahead clear

Move on 4 spaces

Making good progress

**Move directly to incident
or station**

Locker door open

Miss a turn to stop and close it

Fig 5

SITUATION CARDS - GREEN STRIPES

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You are slowed down by heavy traffic

Miss 1 turn

Inclement weather slows you down

Miss 1 turn

Locker door open

Miss a turn to stop and close it

Fig 5 (continued)

STOP CARDS - YELLOW

Fire: Small fire quickly dealt with
P.S.I.L.: Difficulty experienced in opening lift Miss 1 turn
Flooding: Minor flooding no attendance required
A.F.A.: No fire apparent, search premises Miss 1 turn
R.T.A.: Minor accident no action by Brigade

Fire: Becomes protracted Miss 1 turn
P.S.I.L.: Person quickly released
Flooding: Premises require mopping out Miss 1 turn
A.F.A.: Fault in system no action by Brigade
R.T.A.: Minor accident no action by Brigade

Fire: Small fire quickly dealt with
P.S.I.L.: Difficulty experienced in opening lift Miss 1 turn
Flooding: Minor flooding no attendance required
A.F.A.: No fire apparent, search premises Miss 1 turn
R.T.A.: Person injured Miss 1 turn awaiting ambulance

Fire: Doubtful origin Miss 1 turn awaiting FIT
P.S.I.L.: Person released before arrival of Brigade
Flooding: Awaiting arrival of DCT Miss 1 turn
A.F.A.: Small fire found, dealt with quickly
R.T.A.: Person trapped Miss 1 turn cutting them free

Fire: Doubtful origin Miss 1 turn awaiting FIT
P.S.I.L.: Person quickly released
Flooding: Premises require mopping out Miss 1 turn
A.F.A.: No fire apparent, search premises Miss 1 turn
R.T.A.: Minor accident, no action by Brigade

Fig 6

STOP CARDS - YELLOW

13|13

FALSE ALARM

Return incident card to bottom of
relevant pack

If on Shout take another card
Return to base station

Fire: Becomes protracted Miss 1 turn
P.S.I.L.: Person quickly released
Flooding: Premises require mopping out Miss 1 turn
A.F.A.: Small fire found, dealt with quickly
R.T.A.: Person trapped Miss 1 turn cutting them free

Fire: Small fire quickly dealt with
P.S.I.L.: Difficulty experienced in opening lift Miss 1 turn
Flooding: Minor flooding no attendance required
A.F.A.: No fire apparent, search premises Miss 1 turn
R.T.A.: Minor accident no action by Brigade

Fig 6 (continued)

GAME APPARATUS FOR PLAYING A FIRE BRIGADE GAME

This invention relates to game apparatus for playing a fire brigade game.

Accordingly, in one non-limiting embodiment of the invention there is provided game apparatus for playing
5 a fire brigade game, which game apparatus comprises a playing board, random number generator means, first playing pieces, second playing pieces, and first, second, third and fourth sets of playing cards, the playing board being such that it bears an area street map with grid references,
10 fire stations and playing compartments for enabling players to progress from the fire stations to different parts of the street map in order to attend incidents, the first playing pieces being used during the playing of a game with the game apparatus to act as fire engines, the
15 second playing pieces being used during the playing of a game with the game apparatus to act as destination markers for marking the position on the street map of the incidents, the first and the second sets of playing cards being such that the cards each bear information relating to an incident,
20 the address of the incident, and a map grid reference for the incident, the third set of playing cards being such

that the cards bear information relating to a situation which is to be dealt with by firemen and which may either hinder or help the passage of players over the playing board, and the fourth set of playing cards being
5 such that the cards bear information relating to the conclusion of an incident and action to be taken.

Games played with the game apparatus are such that the players progress to an incident by moving over the playing compartments on the playing board in dependence
10 upon numbers generated by the random number generator means. The players can progress to an incident along any route that they may choose, for example with the purpose of getting to the incident quickly and/or safely.

Preferably, some of the playing compartments on
15 the playing board require a player landing on those playing compartments to take one of the priority cards or one of the situation cards. Such playing compartments may be of the same colour as the priority cards or the situation cards.

Preferably, the playing board has four corner
20 portions each for receiving one of the four sets of playing cards. The playing board will usually be a square playing board but the playing board may be of another shape, for example rectangular, if desired.

The random number generator means is preferably
25 two dice. The random number generator means may however

be one die or any other suitable and appropriate device such for example as a rotatable pointer moving over a numbered scale.

5 The first playing pieces are preferably in the shape of fire engines. The first playing pieces may however be in any suitable and appropriate shape so that, for example, the first playing pieces may be discs if desired.

10 The second playing pieces are preferably discs. The second playing pieces may however be of any suitable and appropriate shape.

Preferably, the game apparatus is for 2 - 8 players. Where the game is for 2 - 8 players, then there will be eight of the first playing pieces and eight of the second playing pieces.

15 Usually, the cards in each set of playing cards will be differently coloured to the cards in the other sets of playing cards.

20 The first and the second sets of playing cards may contain cards which are differently coloured but bear the same information. Thus the first and the second sets of playing cards may be regarded as both being incident cards.

Preferably, the game apparatus is one in which there are sixty playing cards in the first set of playing cards, forty playing cards in the second set of playing

cards, twenty playing cards in the third set of playing cards, and thirty playing cards in the fourth set of playing cards.

5 An embodiment of the invention will now be described solely by way of example and with reference to the accompanying drawings in which:

Figure 1 shows a playing board;

10 Figure 2 shows the playing board of Figure 1 but without the colour coded compartments, thereby enabling the street names obscured by the colour coded compartments in Figure 1 easily to be seen;

Figure 3 shows eight cards forming part of a first set of playing cards;

15 Figure 4 shows eight cards forming part of a second set of playing cards;

Figure 5 shows eight cards forming part of a third set of playing cards; and

Figure 6 shows eight playing cards forming part of a fourth set of playing cards.

20 Referring to the drawings, there is shown game apparatus for playing a fire brigade game. The game apparatus comprises a playing board 2 which is shown in Figure 1 and which bears an area street map with grid references, eight fire stations marked red, pink, white,

yellow, green, blue, black and brown, and playing compartments as shown for enabling players to progress from the fire stations to different parts of the area street map in order to attend incidents.

5 The game apparatus also comprises random number generator means in the form of two dice 4. The game apparatus still further comprises first playing pieces in the form of fire engines 6, and second playing pieces in the form of discs 8. For convenience of illustration, the
10 two dice 4, one fire engine 6 and one disc 8 have been shown in Figure 1.

 The game apparatus further comprises a first set of playing cards, some of which are shown in Figure 3, a second set of playing cards, some of which are shown in
15 Figure 4, a third set of playing cards, some of which are shown in Figure 5, and a fourth set of playing cards, some of which are shown in Figure 6.

 The cards in the first set of playing cards are known as shout cards and they are coloured red. The shout
20 cards give the type of incident, the address and a map grid reference.

 The cards in the second set of playing cards are known as priority cards and they are provided with blue stripes. The priority cards give the same information as
25 the shout cards so that the priority cards also give the

type of incident, the address and a map grid reference. Thus the shout cards and the priority cards may both be regarded as incident cards. Players are only required to take action in response to priority cards when they land on a priority square playing compartment on returning from an incident. Thus the priority square playing compartments are only active for players returning from an incident.

The cards in the third set of playing cards are known as situation cards and they are provided with green stripes. The situation cards indicate a situation to be dealt with which may either help or hinder the passage of players over the playing board 2.

The cards in the fourth set of playing cards are known as stop cards and they are coloured yellow. The stop cards bear information relating to the conclusion of an incident and action to be taken.

A game with the game apparatus may be played as follows.

PREPARATION

1. Place the four sets of playing cards face down on the appropriate places marked on the playing board.

2. Each player selects a fire engine and destination marker and places them in the fire station of the matching colour. This is the base station for the player.
- 5 3. All players throw the dice. The player with the highest throw goes first and play continues clockwise around the playing board.

PLAYING THE GAME

ALLOCATION OF SHOUT CARDS

- 10 Deal out shout cards face down:-

2-5 players - 8 each maximum

6 players - 7 each maximum

7 players - 6 each maximum

8 players - 5 each maximum

- 15 1st player turns over his or her shout card and reads it out. The player then places his or her destination marker on the incident address. The player then throws the dice, chooses a route and proceeds to move the corresponding number of playing compartments. Then the next player takes his or her
- 20 turn, and so on.

- THROWING A DOUBLE - a player throws again up to a maximum of three doubles. However if on the first or second throw, the player reaches his or her station, incident or lands on a situation space or a priority space (only on returning from
- 25 an incident), the player must comply with any instructions and his or her turn ends.

It is not necessary to attain an exact throw of the disc to reach an incident or base station, merely the minimum number to get there.

5 When the incident is reached, the player should take a stop card and read out the corresponding instructions to the incident and follow them.

E.G. FALSE ALARM: Return incident (shout/priority) card to the bottom of the relevant pack. If on a shout, take another card placing it face down at the bottom of your
10 pile of shout cards. Return the stop card to the bottom of the pack; keep the completed shout card to one side; turn ends.

If two or more players are heading for the same incident, the first player to reach the incident will collect all the
15 cards for that particular incident from the other players, therefore gaining more points.

After completing an incident, a player should move his or her destination marker back to base station, and on next turn head back towards his or her base station.

20 A player must always be heading in the general direction of his or her base station if the player has no incident to head for. When the player's base station is reached, then the turn ends. On the player's next turn, the player deals with his or her next shout card and proceeds as before.

25 If a player lands on a green playing compartment, the player must take a situation card and follow the instructions.

E.G. Road is blocked card. The player must not proceed on his or her intended route but must choose another route.

5 E.G. Crew member left behind card. The player must return to his or her last destination (incident or station) to pick up a crew member, ignoring any priority square.

10 If a player lands on a blue playing compartment on the way back from an incident, the player must take a priority card and deal with the incident in the same way as a shout card before returning to his or her base station. Once the incident is completed, the player adds the priority card to his or her pile of completed incidents and the points count in the player's total at the end of the advanced game, to be described hereinbelow.

15 EASY GAME

Play continues until all the allocated shout cards have been completed. The game ends when a player return to his or her base station (dealing with any priority cards as necessary). The winner is the first player to complete all the allocated incidents and return to his or her base station.

20 ADVANCED GAME

25 Play is as above except that once a player has completed an incident, the player may intercept another player's incident if possible. If the player intercepts successfully, the player then takes the incident (shout/priority) card

from the other player adding to his or her own pile of completed incidents which will add to his or her points total at the end of the game. Points are also awarded for the finishing position of the players at the end of a game.

- 5 Once a player has completed all his or her shout cards, the player must head back towards his or her base station. The player may intercept other incidents or land on a priority space en route and must follow its instructions, but a player must always be heading in the general direction of
- 10 his or her base station if the player has no incident to head for.

Once a player has finished all his or her incidents and has returned to his or her base station, the player's game has ended. Play continues until only one player is left.

15 POINTS FOR INCIDENT CARDS

	FIRE	1 Point
	PERSON SHUT IN LIFT	3 Points
	AUTOMATION FIRE ALARM	3 Points
	ROAD TRAFFIC ACCIDENT	5 Points
20	FLOODING	5 Points

POINTS FOR FINISHING

	1st - 20 Points	5th - 11 Points
	2nd - 18 Points	6th - 8 Points
	3rd - 16 Points	7th - 5 Points
25	4th - 14 Points	8th - 2 Points

CLAIMS:

1. Game apparatus for playing a fire brigade game, which game apparatus comprises a playing board, random number generator means, first playing pieces, second playing pieces, and first, second, third
5 and fourth sets of playing cards, the playing board being such that it bears an area street map with grid references, fire stations and playing compartments for enabling players to progress from the fire stations to different parts of the street map in order to attend incidents, the
10 first playing pieces being used during the playing of a game with the game apparatus to act as fire engines, the second playing pieces being used during the playing of a game with the game apparatus to act as destination markers for marking the position on the street map of the incidents,
15 the first and the second sets of playing cards being such that the cards each bear information relating to an incident, the address of the incident, and a map grid reference for the incident, the third set of playing cards being such that the cards bear information relating to a situation
20 which is to be dealt with by firemen and which may either hinder or help the passage of players over the playing board, and the fourth set of playing cards being such that the cards bear information relating to the conclusion of an incident and action to be taken.

It is to be appreciated that the embodiment of the invention described above with reference to the accompanying drawings has been given by way of example only and that modifications may be effected. Similarly, games played with the game apparatus may be such that the rules can be varied from those described above. Further, the information on the various cards in the various sets of playing cards can be varied as may be desired.

The game apparatus may be sold under the trade mark SHOUT.

The finishing points should be added to the points for completed incidents and the winner is the player with the most points overall.

GLOSSARY OF FIRE BRIGADE TERMS

- 5 SHOUT Is a call to an incident, which is received at the station, giving details of type of incident, address and map grid reference.
- 10 PRIORITY Is a call to an incident received by radio in the fire engine whilst returning from an incident giving details of type of incident, address and map grid reference.
- 15 STOP Is information outlining the conclusion of an incident.
- 15 R.T.A. Road Traffic Accident.
- 15 A.F.A. Automatic Fire Alarm Actuating.
- 15 P.S.I.L. Person Shut in Life.
- 15 F.I.T. Fire Investigation Team:- usually called to incidents to investigate fires of doubtful origin, e.g. arson.
- 20 D.C.T. Damage Control Tender:- usually called to incident to minimise further damage to property and contents, from fire fighting action (e.g. water, breakages etc.) by means of sheeting up and mopping out premises and also to provide
- 25 emergency lighting.

2. Game apparatus according to claim 1 in which some of the playing compartments on the playing board require a player landing on those playing compartments to take one of the priority cards or one of the situation cards.

5

3. Game apparatus according to claim 1 or claim 2 in which the playing board has four corner portions each for receiving one of the four sets of playing cards.

4. Game apparatus according to any one of the preceding claims in which the random number generator means are two dice.

10

5. Game apparatus according to any one of the preceding claims in which the first playing pieces are in the shape of fire engines.

6. Game apparatus according to any one of the preceding claims in which the second playing pieces are discs.

15

7. Game apparatus according to any one of the preceding claims in which there are eight of the first playing pieces and eight of the second playing pieces.

20

8. Game apparatus according to any one of the preceding claims in which the cards in each set of playing cards are differently coloured to the cards in the other sets of playing cards.
- 5 9. Game apparatus according to any one of the preceding claims in which the first and the second sets of playing cards contain cards which are differently coloured but bear the same information.
- 10 10. Game apparatus according to any one of the preceding claims in which there are sixty playing cards in the first set of playing cards, forty playing cards in the second set of playing cards, twenty playing cards in the third set of playing cards, and thirty playing cards in the fourth set of playing cards.
- 15 11. Game apparatus for playing a fire brigade game, substantially as herein described with reference to the accompanying drawings.

Patents Act 1977

**Examiner's report to the Comptroller under
Section 17 (The Search Report)**

- 16 -

Application number

9104367.9

Relevant Technical fields

(i) UK Cl (Edition K) A6H (H24R)

(ii) Int CL (Edition 5) A63F 3/00, 3/04

Search Examiner

A T BLUNT

Databases (see over)

(i) UK Patent Office

(ii)

Date of Search

23 APRIL 1992

Documents considered relevant following a search in respect of claims

1-11

Category (see over)	Identity of document and relevant passages	Relevant to claim(s)
A	GB 2179865 A (WELCH)	1

Category	Identity of document and relevant passages	Relevant to claim(s)

Categories of documents

X: Document indicating lack of novelty or of inventive step.

Y: Document indicating lack of inventive step if combined with one or more other documents of the same category.

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